



## INSTRUCTION MANUAL

### INTRODUCTION

It's clobbering time down at the Coliseum.

In their dressing rooms, eight of the biggest, baddest bruisers in all of professional wrestling await their shot at the World Wrestling Title. The crowd is already getting rowdy. Just look at the signs they're waving, 'Kill', 'Mangle', 'Crunch!'

Well, no-one's going to be disappointed tonight. Because when these sultans of slam take to the mat, they're out for blood. K.C.Colossus, the All-American boy, has declared war on his Russian rival, Colonel Rooski. The Beserker, robbed of the title last year, wants it back from arch-rival Zeke Weasel - and nothing's going to stop him. Indian brave Howling Manslayer is on the warpath again, and he won't leave the ring tonight without a scalp under his belt. These monsters of the mat know all the classic moves, and a few new ones too - from the bone-crunching 'Pop-Top' to the face mangling 'Klaw Hammer'.

So take your seat at ringside. It's Championship Wrestling at its most thrilling, and the first round is about to begin.

### OBJECTIVES

CHAMPIONSHIP WRESTLING challenges your competitive skills in the wrestling ring. You choose who you want to be - from the flashy K.C. Colossus to the baddest of the bad, Prince Vicious. Or take on all eight of these sultans of slam in a single elimination tournament. You can play alone against the computer, or invite seven of your friends over for a bruising battle of brawn.

With over 25 classic wrestling moves at your command - and a few special tricks up your sleeve - you may want to practise first. Then look over tonight's wrestling card and decide which wrestler you want to be. And come out swinging.

CHAMPIONSHIP WRESTLING automatically keeps score. It displays how much strength you and your opponent have left. The crowd roars as these bruisers pound the mats. At the end lies the most coveted prize of CHAMPIONSHIP WRESTLING: the World Wrestling Belt.

### GETTING STARTED

#### DISC

- Set up your Commodore 64/128 as shown in the Owner's Manual. (For Commodore 128, set system to C64 mode.)
- Remove all discs from the drives.
- Plug your joystick into **Port 2**. If you are using two joysticks, plug the second into **Port 1**.
- Turn the computer and the disc drive **ON**.
- Insert the CHAMPIONSHIP WRESTLING disc into the disc drive, with the label facing **UP**, and the oval cutout pointing towards the back.

- Type **LOAD "\*,8,1** and press the **RETURN** key.

#### CASSETTE

- Set up your Commodore 64/128 as shown in the Owner's Manual.
- Insert your cassette into the tape deck.
- Press **PLAY** and tap the **RUN/STOP** key to load the program.

### BEFORE THE STARTING BELL

Before the action gets underway, a menu screen offers you a choice of three options for today's heavyweight bouts. To make a selection, use your joystick to move the cursor to your choice, then press the **FIRE** button.

#### OPTION 1: Practise

The action's going to be fast and furious. So before meeting the likes of The Beserker or Purple Hays, you may want to warm up and practise your moves. In this option, choose the wrestler you want to be. The choose your opponent (Your opponent's moves will be controlled by the computer). After you've made the selections, the Wrestling Arena will appear. Now get the feel of the ring and practise your moves.

The next time you face off in the ring it will be for keeps.

#### OPTION 2: Competition

In the competition, a single player, or up to 8 players can compete for the title belt. When playing alone, choose the wrestler you would like to be. Then, one after another, you'll face the other seven heavies (controlled by the computer). After tangling with the last titan - or going down to defeat - check out the permanent high score list to see where you stand.

With more than one player, each player will be asked to enter his name and select a wrestler. The computer will then organise a single elimination tournament. The computer will pair the wrestlers and prompt each player when it's time for his wrestler to enter the ring. After the last match is over, the tournament results will be posted.

#### OPTION 3: See World Records

The world records option allows you to see the permanent record for all competitors - including the player's name, the wrestler, and the current high scores. Records are automatically updated after each match. Press the **FIRE** button to return to the Option Screen.

### THE CARD

Once you've chosen one of the three play options, it's time to meet the eight contenders. Each of these rowdies of the ring has his own colourful personality and his own custom move.

If you're playing alone, type in your name, then choose which wrestler you want to be. Using the joystick, move the cursor to the wrestler you've selected and press the **FIRE** button.

If you're playing with more than one player, each player will enter his name and select a wrestler in the same way.

### UP CLOSE AND PERSONAL

#### K.C. COLOSSUS

This bruiser comes out of the corner like a bolt of lightning with his flashing blond hair and yellow trunks. Lean and mean, he zaps opponents with an electrifying combo of strength and agility.

**CUSTOM MOVE:** Trash Compacter (His elbows do the compacting, trashing his opponent's face.

**HOMETOWN:** Kansas City, Mo.

**WEIGHT:** 275 lbs.

**MOTTO:** "I'll rip off your ears and feed 'em to ya!"

#### PURPLE HAYS

Wearing black trunks and black leather wrist bands, this street-fighting man is one mean dude. He learned his stuff in the school of hard knocks, and he's been knocking 'em around ever since.

**CUSTOM MOVE:** Ghetto Blaster (A stomach kick and flip combination that tunes his opponents right out.)

**HOMETOWN:** Canton, Ohio

**WEIGHT:** 295lbs.

**MOTTO:** "Ya old lady wrassles better than you!"

#### COLONEL ROOSKI

Get ready for World War III with this Siberian superman. Strains of the Russian national anthem play as he proudly displays the red hammer and sickle on his chest. With a full arsenal of nasty tricks, he's ready for the ultimate showdown.

**CUSTOM MOVE:** Great Bear (Only an animal would perform this grizzly move - a double blow that lays 'em out on the mat)

**HOMETOWN:** Moscow, U.S.S.R.

**WEIGHT:** 285 lbs

**MOTTO:** "Bury you? We squash like turnip!"

#### PRINCE VICIOUS

If looks could kill, this purple haired bruiser would be doing time. Rumour has it he arrives early just to admire himself in the dressing-room mirror. But don't let that pretty face fool you. He's not called Vicious for doing good deeds.

**CUSTOM MOVE:** Vicious circle (An airplane spin followed by an atomic drop that lowers the boom.)

**HOMETOWN:** Sunnyvale, California.

**WEIGHT:** 315 lbs

**MOTTO:** "Ooooh! You look good enough to smash!"

#### ZANTOKLAW

Who - or what - lurks behind that hood and mask? No-one knows for sure. The only emotion this automaton possesses is the killer instinct. Programmed to destroy, he's got an iron will, a steel-like grip, and a gaze that's as cold as ice.

**CUSTOM MOVE:** Klaw Hammer (Holding his opponent with a claw-like grip, he delivers a punch that stops 'em dead in their tracks.)

**HOMETOWN:** Unknown

**WEIGHT:** 285lbs

**MOTTO:** "Mmmmmumph Ffaph mmmmmmm phuffupmmum!"

#### ZEKE WEASEL

What this boy lacks in brains he makes up for in brawn. In his tattered jeans and long beard, he's a hillbilly heavyweight whose favourite recreation is a bar-room brawl. Shucks, if it weren't for a good fight back in Cowpens, what would you do on a Saturday night?

**CUSTOM MOVE:** Block and Tackle (A triple threat: punch, hook to the neck, and flip)

**HOMETOWN:** Cowpens, Alabama

**WEIGHT:** 310lbs

**MOTTO:** "When ah'm dun, yer face'll be hog slop."

#### THE BESERKER

Crazy as a cat and twice as sly, this half-man, half-beast prowls the ring like a king of the jungle. And the law of the jungle is the only law he knows. Survival. That's why the fight is tooth and claw when the green faced madman enters the ring.

**CUSTOM MOVE:** Pop-Top (A powerful head butt that brings down even the fiercest beast.)

**HOMETOWN:** Hobart, Tasmania

**WEIGHT:** 306lbs

**MOTTO:** "Haaargh! Oooorooowrr...KILL!"

#### HOWLING MANSLAYER

The white headdress and white buckskins mean only one thing: this ferocious brave is on the warpath, intent on restoring pride to the Indian Nation, he's out for vengeance, and there's no peace pipe this time around.

**CUSTOM MOVE:** Bow and Arrow (Arm-twist and kick that stakes his opponent to the mat)

**HOMETOWN:** Indianapolis, Indiana

**WEIGHT:** 285lbs

**MOTTO:** "Scalps? I'm talking heads!"

### LEARNING THE ROPES

#### Strength

Each wrestler enters the ring with the same strength level represented in the chevron bars just below the fighter's name on the screen.

Every move you make saps your strength. Some moves, like the Airplane Spin, take more strength than others. So choose your moves carefully. If you attempt a tough move at a weak moment, you may find yourself down for the count. You can buy a little time by dodging and your strength level will rise again. And you can wear your opponent's strength down with punches and kicks before you attempt your best moves on him.

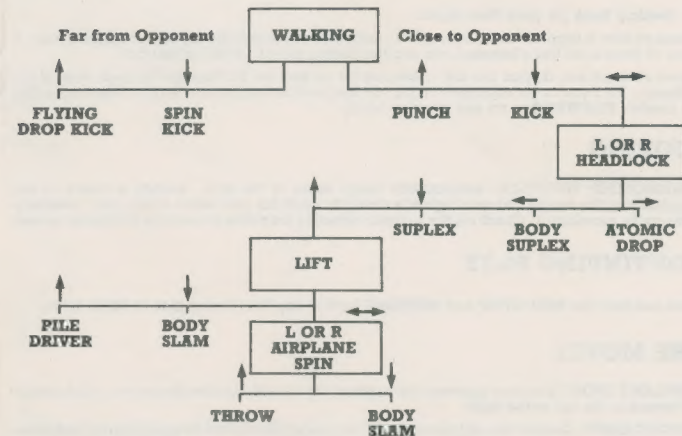
A word of advice: let your strength level slip too far and it won't take much to knock you down. If your strength level drops to 2, your wrestler will drop to the mat.

#### 1. Getting Around the Ring

To move your wrestler around the ring, move the joystick in any of the eight directions you want to go. You can circle the ring, get into position for a move, or dodge your opponent.

Sound easy? Maybe so. But it won't seem so easy when you're dodging two tons of mad mauler and the crowd is going wild. When the action heats up, just remember - all movement around the ring is made only with the joystick.

**NOTE:** There are certain key moves that must be made in order to get to the next move. The diagram above shows the flow of movements needed for the most points and the joystick directions required with the **FIRE** button depressed.



#### 2. Using the Ropes

If you're good, you'll know how to use the ropes to your best advantage. Run full tilt into them and you'll bounce back into the ring with enough speed and momentum for your next move. Reverse the joystick direction as soon as you hit the ropes to get maximum rebound.

#### 3. The Flying Drop Kick and Spin Kick

You don't necessarily have to move in close to your opponent to deliver a body-bashing blow. With the Flying Drop Kick and Spin Kick you can inflict your damage long distance.

- For a Flying Drop Kick, hold the **FIRE** button down and push the joystick **FORWARD**.
- For a Spin Kick, hold the **FIRE** button down and pull the joystick **BACK**.

#### 4. Making the Next Move

If you've moved in close to your opponent, you can strike with one of four basic moves - Punch, Kick, Left Headlock or a Right Headlock. Press and hold the **FIRE** button:

- To punch, push the joystick **FORWARD**
- To kick, pull the joystick **BACK**
- To attempt a Left Headlock, move the joystick **LEFT**
- To attempt a Right Headlock, move the joystick **RIGHT**

#### 5. Taking Your Opponent Down from a Headlock

You've got your opponent squirming in a headlock. The advantage is yours. Now what? You've got three ways to bring him to the mat - Suplex, Body Suplex, or Atomic Drop. Or you can give your opponent a Lift and get him ready for another set of moves.

To make any of these moves, your strength level must be higher than your opponent's. The Lift requires most strength. So choose your moves carefully. You don't want to find yourself face down on the mat. All four moves are made with the **FIRE** button pressed.

- For the Lift, push the joystick **FORWARD**
- For the Suplex, pull the joystick **BACK**

- For the Body Suplex, move the joystick **LEFT**
- For the Atomic Drop, move the joystick **RIGHT**. Bombs away!

#### 6. Heave Ho with a Lift!

You've managed to take your opponent from a headlock to a lift. Not bad. Now that he's up in the air, why not let him down hard - with one of these high scoring moves:

- For a Pile Driver, push the joystick **FORWARD**
- For a Body Slam, pull **BACK**
- For a Left Airplane Spin, move the joystick to the **LEFT**
- For a Right Airplane Spin, move the joystick to the **RIGHT**

#### 7. Coming in For a Landing from an Airplane Spin

If you got in a few dizzying airplane spins after the lift, then your opponent will be more than ready to leave the Unfriendly Skies. Two destinations make this one trip he'll never forget - the Pile Driver and the Throw. Throwing your opponent into the crowd is a little like feeding him to the lions. But it won't be easy. You've got to manoeuvre your opponent toward the middle of the ropes on either of the two front sides of the ring. Then let 'er rip. And listen to the crowd go wild!

After completing an Airplane Spin, press the **FIRE** button.

- To Throw your opponent, push the joystick **FORWARD**
- To deliver a shuddering Body Slam, pull the joystick **BACK**

#### 8. Getting Back into the Ring

So now you know how to throw your opponent out of the ring. There's one more thing you need to know - what to do when you find yourself on the receiving end of a throw. That crowd can be downright rude. To get back into the ring, move the joystick in any direction to walk over to either side turnbuckle and climb back in.

#### 9. Fly off the Turnbuckle

You can also take to the air yourself and smash your opponent with the Turnbuckle Punch or Kick. To get up on the turnbuckle, manoeuvre close to any one of the side corners, face the turnbuckle, and press the **FIRE** button. There are two ways down:

- Turnbuckle Punch, push **FORWARD** with the joystick
- Turnbuckle kick, pull **BACK** with the joystick

(A word of warning: If you miss, you'll end up flat out on the mat - with a jeering crowd ready to add insult to injury.)

#### 10. Delivering the Final Blow

Nice work. You're opponent's down on the mat and the crowd is on their feet. Now is not the time to get cocky. Your opponent may be down but not out. Two moves can help make sure he doesn't get up for more - the Leg Drop and a Pin.

These moves can only be made when your opponent is on the mat. Press and hold the **FIRE** button:

- For a Leg Drop, push the joystick **UP**
- For a Pin, pull the joystick **BACK**.

#### 11. Fighting Back

If all this sounds easy, remember - there's a bruiser in the other corner whose got all the same moves, and then some. You've got two ways to keep his paws off you when he attempts a headlock - Punch and Kick. Press and hold the **FIRE** button.

- To Punch your way out of a headlock, push the joystick **FORWARD**
- To Kick your way out, pull the joystick **BACK**

#### 12. Custom Moves

Every wrestler's got one - its his own personal move, guaranteed to bring his opponent to the mat. Each wrestler makes his special move in the same way. If your strength is very high and your opponents is very low, an attempted Headlock (**FIRE** button pressed and joystick to the Left or Right) will result in your wrestler's custom move. The custom move, if you can pull it off, will always bring your opponent down for the count. And it earns big points.



13. Getting Back on your Feet Again

Sooner or later it happens to the best of 'em - and you find yourself staring face down at the mat. A count of three is all that's between you and humiliating defeat. What do you do?

If your strength has slipped too low, there may be no way out but through the back door of the Coliseum. But if you've got enough strength, you may be able to fight your way back up by pushing the joystick **FORWARD** to try and stand up again.

SCORING

CHAMPIONSHIP WRESTLING automatically keeps score of the fight. Scoring is based on the complexity of the moves and each fighter's strength. Look for your score above your wrestler's name on the scoreboard. Check out the summary sheet for the points you earn for individual moves.

CONTINUING PLAY

Press and hold the **RUN/STOP** and **RESTORE** keys at any time during play to begin again.

THE MOVES

**AIRPLANE SPIN:** Take your opponent for a spin in the air with this dizzying move, which can be performed to the left or the right.

**ATOMIC DROP:** Declare war on your opponent by picking him up and dropping him on your knee.

**BODY SLAM:** Pick up your opponent and put him down nice and hard onto the mat.

**BODY SUPLEX:** Throw your opponent off balance and down onto the mat with this quick side step.

**BOUNCE OFF ROPES:** Use the ropes to pack a wallop when you connect with your opponent.

**CUSTOM MOVES:** Wow 'em with your own custom move, guaranteed to bring the crowd to its feet - and your opponent to the mat.

**FLYING DROP KICK:** Take a flying leap and land your boots smack dab in the middle of your opponent's face.

**HEADLOCK:** Wrap your arm around your opponent's neck to keep him in his place - a move you can perform from the right or left.

**KICK:** A good whack to the stomach and you'll bring your opponent to his knees.

**LEG DROP:** Take a leap and plant your leg down nice and hard in your opponent's face.

**LIFT:** With a heave ho, lift your opponent up and over your head.

**PILE DRIVER:** Perform some heavy demolition work using your opponent's head against the mat.

**PIN:** Hold your opponent down in a pin for the count of three and the match is yours.

**PUNCH:** Deliver a good solid punch to the chest and you'll knock the wind out of 'em.

**SPIN KICK:** Spin around and give your opponent a well-placed kick - the surprise should bowl him over.

**SUPLEX:** Bring your opponent down by holding him and falling back onto the mat.

**THROW:** Give your opponent the toss - out of the ring and into the jeering crowd.

**TURNBUCKLE KICK** - Take a flying leap from the turnbuckle and land with a clobbering kick.

**TURNBUCKLE PUNCH:** Use the same take-off, only this time wrap up the move with a powerhouse punch.

WRESTLING REVIEW

NO FIRE BUTTON			
Position	Joystick	Move	Score
Standing	In all 8 directions	Walk in 8 directions	0

WITH FIRE BUTTON DEPRESSED			
Mode	Joystick	Move	Score
CLOSE TO OPPONENT	Forward	Punch	10
	Back	Kick	10
	Left	Attempt Left Headlock	20
	Right	Attempt Right Headlock	20
YOUR STRENGTH HIGH/ OPPONENT'S LOW	Right	Custom Move	300
FAR FROM OPPONENT	Forward	Flying Drop Kick	20
	Back	Spin Kick	20
HEADLOCK	Forward	Lift	5
	Back	Suplex	20
	Left	Body Suplex	20
	Right	Atomic Drop	20
LIFT	Forward	Pile Driver	28
	Back	Body Slam	28
	Left	Left Airplane Spin	10
	Right	Right Airplane Spin	10
AIRPLANE SPIN	Forward	Throw Wrestler	30
	Back	Body Slam	30
ON TURNBUCKLE	Forward	Turnbuckle Punch	48
	Back	Turnbuckle Kick	48
OPPONENT ON MAT	Forward	Leg Drop	10
	Back	Pin	280



INSTRUKTIONEN

Es ist wieder einmal soweit.

In den Umkleidekabinen bereiten sich acht der groessten und boesartigsten Rowdies auf den Kampf um den Weltmeisterschaftstitel vor. Die Menge wird bereits unruhig. Sie wird heute abend nicht enttauscht werden...

Uebernehmen Sie die Rolle Ihres Lieblingsringers. Sie koennen sich einen bestimmten Gegner aussuchen oder gegen alle Mitstreiter antreten.

1 - 8 Mitspieler koennen teilnehmen.

Ueber 28 klassische Bewegungen, Griffe und ein Paar ganz spezielle Tricks stehen zu Ihrer Verfuegung.

Natuerlich koennen Sie auch zuerst einmal trainieren, um dann aus dem Kampf als strahlender Sieger hervorzugehen.

- DISK**
- Schliessen Sie Ihren Commodore 64/128 und das Diskettenlaufwerk (wie im Handbuch beschrieben) an.
  - Entfernen Sie eventuell noch im Laufwerk vorhandene Disketten.
  - Wollen Sie alleine spielen, stecken Sie den Joystick in Port 2, ansonsten werden beide Ports belegt.
  - Schalten Sie den Computer und das Diskettenlaufwerk ein.
  - Legen Sie die Diskette mit der etikettierten Seite nach oben in den Schacht des Laufwerks ein.
  - Tippen Sie ein: **LOAD" \*",8,1**

**KASSETTE**

- Beim Halten der Taste **SHIFT** ist **RUN/STOP** zu druecken und das Spiel ladet automatisch. Kurze Zeit spaeter erscheint der Auswahlbildschirm. Sie koennen nun mit dem Joystick unter folgenden Menuepunkten waehlen:

**TRAINIEREN**

Nachdem Sie Ihren Gegner fuer das Training gewaehlt haben, erscheint der Ring. Trainieren Sie sorgfaeltig, beim naechsten Mal wird es ernst!

**WETTBEWERB**

Sollten Sie alleine spielen, waehlen Sie den Ringer aus, den Sie darstellen wollen. Dann werden alle sieben restlichen Ringer nacheinander gegen Sie antreten. Sollten Sie mit mehreren Mitspielern sein, sucht sich jeder seine Spielfigur aus, und der Computer wird die Kaempe organisieren. Nach dem letzten Kampf werden die Ergebnisse angezeigt.

**WELTREKORD - TAFEL ANSEHEN**

Hier werden Namen der Spieler, die gewaehnten Ringernamen und die aktuellen Highscores angezeigt. Alle Rekorde werden automatisch nach jedem Spiel auf der Diskette festgehalten. Durch Druecken des Feuerknopfs gelangen Sie zurueck zum Auswahlbildschirm.

**SPIELBEGINN**

Wenn Sie Ihre Wahl getroffen haben, wird es Zeit, diese acht Burschen einmal naeher kennenzulernen. Spielen Sie alleine, tippen Sie Ihren Namen ein und waehlen mit dem Joystick den Ringer aus, den Sie verkoerpern wollen. Sind Sie jedoch zu mehreren Spielern, gibt jeder Mitspieler seinen Namen ein und waehlt dann seinen Ringer.

**NEUSTART DES SPIELS**

Wollen Sie mitten im Spiel lieber noch einmal neu anfangen, druecken Sie gleichzeitig die **RUN/STOP**- und **RESTORE**-Tasten herunter. Sie koennen jetzt wieder anfangen.

**PUNKTEVERGABE UND RANGLISTE**

Alle Spielergebnisse werden automatisch auf der Diskette gespeichert. Die Punktevergabe richtet sich nach der Komplexitaet der Bewegungen und der Staerke der Spielfigur. In der Uebersicht finden Sie Informationen zu den einzelnen Bewegungen und den dafuer vergebenen Punkten.

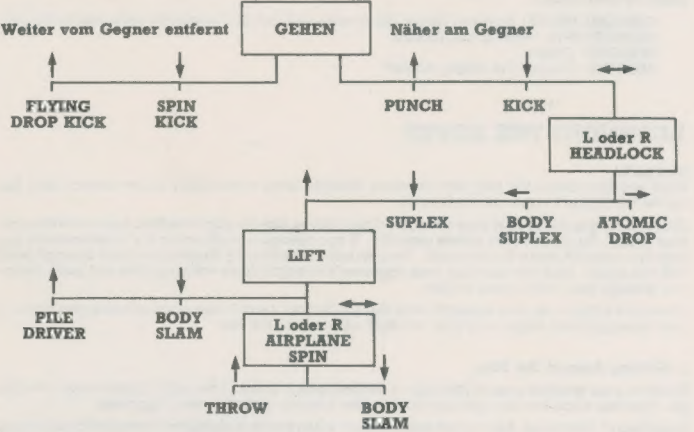
DIE RINGER			
Name	Heimatstadt	Gewicht	Spezialtaet
K.C. COLOSSUS	Kansas City, Mo.	278 Pfd	Trash Compactor
PURPLE HAYS	Canton, Ohio	285 Pfd	Ghetto Blaster
COLONEL ROOSEKI	Moskau, UDSSR	286 Pfd	Great Bear
PRINCE VICIOUS	Sunnyvale, California	315 Pfd	Vicious Circle
ZANTOKLAW	unbekannt	288 Pfd	Klaw Hammer
ZEKE WEASEL	Cowpens, Alabama	310 Pfd	Block and Tackle
THE BESERKER	Hobart, Tasmania	306 Pfd	Pop-Top
HOWLING MANSLAYER	Indianapolis, Indiana	285 Pfd	Bow and Arrow

**KRAFT**

Jeder Ringer hat das selbe Mass an Kraft, wenn er den Ring betritt. Jeder Bewegung zehrt an Ihrer Kraft, und manche Bewegungen mehr als andere. Sollten Sie also nicht so gut bei Kraeften sein, ist es ratsam, nicht gerade einen Airplane Spin durchzufuehren. Sind Sie unvorsichtig, finden Sie sich null komma nichts auf einmal auf dem Boden liegend wieder. Sind Sie bereits geschwaecht, koennen Sie durch Ausweichen Zeit gewinnen, bis sich Ihre Kraefte regeneriert haben. Sie koennen Ihrerseits Ihren Gegner erst einmal durch Boxen und Treten schwaechen, bevor Sie Ihre eigentlichen Spezialtricks anwenden.

**BEWEGUNGEN**

Es gibt einige Schluesselbewegungen, die Sie anwenden muessen, bevor Sie die naechsten Bewegungen ausfuehren koennen. Das folgende Diagramm zeigt Ihnen den Ablauf der Bewegungen, die die meisten Punkte bringen, und die Richtung in die der Joystick bewegt werden muß (mitgedrücktem Feuerknopf)



**UM DEN RING HERUMLAUFEN**

Gehen Sie mit dem Joystick in eine der acht Richtungen. Sie koennen nun innerhalb des Rings Ihr Runde drehen, um sich so die beste Angriffsposition zu verschaffen.

**DIE SEILE**

Rennen Sie voll in die Seile und lassen Sie sich von Ihnen zurueckschleudern, indem Sie sofort nach Beruehren der Seile den Joystick in die entgegengesetzte Richtung halten.

DER FLYING DROP KICK UND DER SPIN KICK

Sie muessen nicht unbedingt in die naechste Naehe Ihres Gegener kommen, um ihm eins auszuwischen.

- Flying Drop Kick - Feuerknopf heruntergedrueckt lassen und den Joystick noch vorne halten.
- Spin Kick - Feuerknopf heruntergedrueckt halten und den Joystick nach hinten halten.

DIE NAECHSTE BEWEGUNG

Wenn Sie nahe genug an Ihrem Gegener dran sind, gibt es vier Moeglichkeiten, um gut hinzulangen. Halten Sie bei allen Bewegungen den Feuerknopf heruntergedrueckt,

- Punch - Joystick nach vorne
- Kick - Joystick zurueck
- Left Head Lock - Joystick nach links
- Right Head Lock - Joystick nach rechts

WIE SIE IHREN GEGNER NACH EINEM GELUNGENEN HEAD LOCK ZU BODEN BRINGEN

Drei Moeglichkeiten bieten sich an: Suplex, Body Suplex oder Atomic Drop. Oder Sie koennen einen Lift versuchen, der weitere Bewegungen einleiten kann. Allerdings erfordert der Lift die meiste Kraft. Bei allen Bewegungen muss der Feuerknopf heruntergedrueckt bleiben.

- Lift - Joystick nach vorne
- Suplex - Joystick nach hinten
- Body Suplex - Joystick nach links
- Atomic Drop - Joystick nach rechts

WENN DIE DEN LIFT GESCHAFFT HABEN...

Dann koennen Sie Ihren Gegner mit vier weiteren Moeglichkeiten auf den Boden werfen.

- Pile Driver - Joystick nach vorne
- Body Slam - Joystick nach hinten
- Left Airplane Spin - Joystick nach links
- Right Airplane Spin - Joystick nach rechts

LANDUNG NACH EINEM AIRPLANE SPIN

Es gibt zwei Arten, den Throw und den Body Slam, um Ihren Gegener aus dem Ring zu befoerdern. Nach Beenden des Airplane Spin muss der Feuerknopf gedrueckt werden.

- Throw - Joystick nach vorne
- Body Slam - Joystick nach hinten

ZURUECK IN DEN RING

So, jetzt wissen Sie, wie man andere aus dem Ring befoerdert. Doch das kann Ihnen genauso Passieren. Also nichts wie zurueck. Bewegen Sie den Joystick in eine beliebige Richtung und gehen in den Ring zurueck.

DEN GEGENER ANSPRINGEN

Manoevrieren Sie sich in eine der Ecken, drehen sich dann zum Pfosten und druecken danach den Feuerknopf. Es gibt zwei Methoden, wieder herunter zu kommen, doch seien Sie vorsichtig. Zielen Sie daneben, fallen Sie auf die Nase und werden von der johlenden Menge verspottet.

- Turnbuckle Punch - Joystick nach vorne
- Turnbuckle Kick - Joystick nach hinten

DER KROENENDE ABSCHLUSS

Ganz nett. Da liegt er jetzt, Ihr grossmaeuuliger Gegner und die Menge ist auf den Beinen. Nun muessen Sie dafuer sorgen, dass der Bursche nicht wieder aufsteht. Zu diesem Zweck gibt es zwei sehr nuetzliche Bewegungen, den Leg Drop und den Spin, die nur ausgefuehrt werden koennen, wenn Ihr Gegner auf der Matte liegt. Der Feuerknopf muss heruntergedrueckt bleiben.

- Leg Drop - Joystick nach vorne
- Pin - Joystick nach hinten

SICH WEHREN

Mag sein, dass dies alles ziemlich einfach klingt, aber vergessen Sie bitte nicht, dass sich auf der Gegenseite jemand mit ebensolcher Kraft und Geschicklichkeit befindet. Natuerlich wird der Kerl einen Head Lock bei Ihnen versuchen, aber Sie haben auch fuer diese Gelegenheit noch ein As im Aermel, oder um genau zu sein, zwei Stueck, die Punch und Kick heissen. Der Feuerknopf muss heruntergedrueckt bleiben.

- Punch - Joystick nach vorne
- Kick - Joystick nach hinten

SPEZIALBEWEGUNGEN

Jeder Ringer hat sein kleines Geheimnis... Wenn es mit Ihren Kraftreserven gut, und denen Ihres Gegners eher schlecht steht, und dieser Kerl auch noch wast, einen Head Lock bei Ihnen zu versuchen, wird er sein blaues Wunder erleben. Dann naemlich wird Ihre Spezialtaet, Ihr Custom Move, aktiviert. Erstens schuettein Sie Ihren Gegner damit ab und zweitens gibt das unheimlich Punkte.

WIEDER AUFSTEHEN

Selbst der beste Ringer legt sich einmal hin. Nicht verzagen, sondern, sofernes um Ihre Kraftreserven noch einigermassen bestellt ist, druecken Sie den Joystick nach vorne und stehen schleunigt wieder auf!

UEBERSICHT/JOYSTICKFUNKTIONEN

Feuerknopf Nicht Gedrueckt			
Position	Joystick	Bewegung	Wertung
Stehen	in alle 8 Richtungen	in alle 8 Richtungen gehen	0
Mit Gedruecktem Feuerknopf			
Modus	Joystick	Bewegung	Wertung
Nahe am Gegner	Punch	nach vorne	10
	Kick	nach hinten	10
	versuchter Left Headlock	links	20
	versuchter Right Headlock	rechts	20
Ihre Kraefte gut/ die gegnerischen nicht so gut	Ihr Spezialtrick	rechts	300
Weiter vom Gegner entfernt	Flying Drop Kick	nach vorne	20
	Spin Kick	nach hinten	20
Headlock	Lift	nach vorne	5
	Suplex	nach hinten	20
	Body Suplex	links	20
	Atomic Drop	rechts	20
Lift	Pile Driver	nach vorne	28
	Body Slam	nach hinten	28
	Left Airplane Spin	links	10
	Right Airplane Spin	rechts	10
Airplane Spin	Throw Wrestler	nach vorne	30
	Body Slam	nach hinten	30
Auf dem Pfosten	Turnbuckle Punch	nach vorne	48
	Turnbuckle Kick	nach hinten	48
Gegner auf der Matte	Leg Drop	nach vorne	10
	Pin	nach hinten	280